

Environments

Introduction

In the Play+ ecosystem, applications must seamlessly adapt to varying runtime contexts—from local development to staging and production. playenv supports this through environment-aware configuration , delivering a secure, consistent, and reliable way to manage environment-specific variables.

A robust environment management system enhances both security and maintainability . playenv ensures that API keys, feature flags, and contextual settings are loaded correctly without being hardcoded.

Package Info

| Distribution Path | Description |
|-------------------|--------------------------------------|
| Golden Path | Pre-installed at /system/play.env.ts |
| Uplift Path | npm install @playplus/env |

Folder Reference

Environment variables are managed using .env files at the project root:

| File / Directory | Purpose & Guidelines |
|---------------------|---|
| .env | Default values for all environments. Committed to version control. |
| .env.local | Local overrides for development. Must not be committed. |
| .env.development | Optional environment-specific file. |
| .env.production | Used in production deployment. |
| /system/play.env.ts | Core helper exposing type-safe access to environment variables. |

| File / Directory | Purpose & Guidelines |
|-----------------------------|---|
| /system/play.env.service.ts | Angular service wrapper for environment management. |

Pillar Alignment

| Pillar | Alignment Description |
|-----------|---|
| Adaptive | Enables dynamic behavior across environments (e.g., API endpoints, logging levels). |
| Intuitive | Offers a simple, type-safe get() interface with built-in coercion. |
| Distinct | Promotes consistent, repeatable config practices across Play+ projects. |
| Inclusive | Reduces cognitive load for new or experienced developers. |
| Engaging | Encourages best practices like secret segregation and fallback defaults. |

Helper Overview

playenv is a secure, type-safe abstraction over process.env . It simplifies and automates:

- Variable Loading : Automatically reads from .env , .env.[env] , and .env.local in priority order.
- Override Strategy : .env.local > .env.[env] > .env
- Type Parsing : Coerces values to string , number , or boolean .
- Validation : Optionally checks required variables at startup.
- Security : Separates secrets into .env.local , helping avoid accidental commits.
- Cross-Platform : Works in both browser and Node.js environments (Angular/SSR).

Configuration Options

All configuration is done via .env files. No separate JSON config is needed.

| Variable Name | Example Value | Description |
|-------------------------|---------------------------|---|
| NODE_ENV | "development" | Current runtime environment. |
| API_URL | "https://api.playplus.io" | Backend API base URL. |
| FEATURE_FLAG_CLIENT_KEY | "sdk-123-abc" | Client-side key for feature flag service. |
| ENABLE_ANALYTICS | true | Boolean toggle for analytics scripts. |
| LOG_LEVEL | "debug" | Logging level for the application. |
| LOG_TRANSPORT | "console" | Log transport method. |
| LOG_API_URL | "https://logs.api.com" | Remote logging API URL. |
| LOG_API_KEY | "log-key-123" | Remote logging API key. |
| APP_NAME | "play-angular-seed" | Application name. |
| HOSTNAME | "localhost" | Application hostname. |
| AUTH_STORAGE | "localStorage" | Authentication storage method. |
| AUTH_TOKEN_NAME | "auth_token" | Authentication token name. |
| AUTH_SCHEME | "Bearer" | Authentication scheme. |
| CSRF_COOKIE_NAME | "csrf_token" | CSRF cookie name. |
| CSRF_HEADER_NAME | "X-CSRF-Token" | CSRF header name. |

Helper Methods

Core Methods

| Method Name | Description | Signature |
|-------------|--|---|
| get | Get an environment variable with type coercion and fallback. | get<T = string>(key: string, defaultValue?: T): T |

| Method Name | Description | Signature |
|-------------|---|---|
| validate | Validate that required environment variables are set. | validate(requiredKeys: string[]): void |
| all | Expose all loaded environment variables (for debugging only). | all(): Record<string, string undefined> |

Type Coercion Logic:

- If T is boolean , parses 'true' / 'false' and '1' / '0'
- If T is number , attempts parseFloat
- Returns defaultValue if key is undefined
- Throws error if required key is missing and no default provided

Angular Service Methods

The PlayEnvService provides additional Angular-specific functionality:

| Method Name | Description | Return Type |
|---------------|----------------------------------|-------------|
| setConfig | Set environment configuration. | void |
| get | Get configuration value by key. | any |
| isProduction | Check if running in production. | boolean |
| isDevelopment | Check if running in development. | boolean |
| isDebug | Check if debug mode is enabled. | boolean |
| getApiUrl | Get the API URL. | string |
| getAppName | Get the application name. | string |
| getVersion | Get the application version. | string |

Usage Examples

Angular: Config Service (Implemented)

Angular: PlayEnvService Usage

Debugging Example

Git Configuration

The project includes proper .gitignore configuration for environment files:

Note : The environment files are commented out in the current .gitignore to allow for development setup. In production projects, these should be uncommented.

Developer Checklist

Before You Commit:

- Added all non-secret keys to .env with sensible defaults?
- Stored secrets in .env.local (not .env)?
- Confirmed .env.local is in .gitignore ?
- Using playenv.get() instead of process.env ?
- Provided fallback defaultValue in get() calls?
- (Optional) Configured required key validation?
- Used type coercion for boolean and number values?
- Validated environment variables at app startup?

Why We Created This Helper

Accessing configuration via process.env is common but problematic:

- Not type-safe — values are strings by default
- Scattered — fallback logic lives across many files
- Insecure — secrets can be committed by mistake
- Opaque — missing keys cause silent failures
- Platform-specific — different behavior in browser vs Node.js

playenv solves all of these:

- Centralized, predictable, validated config access
- Built-in type safety with coercion
- Strong separation of code and secrets
- Cross-platform compatibility (browser + Node.js)
- Clear error messages for missing required variables

Integration with Other Play+ Systems

Logging Integration

Security Integration

Server Configuration

Closing Note

Environment awareness is not just a backend concern — it's a foundation for resilient frontends too. `playenv` empowers developers to ship confidently across contexts, knowing that their applications are secure, reliable, and configuration-smart.

It's another way Play+ helps you focus on what matters — the experience.